



NO RETREAT
GAME RULES
Version 1.1

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File History

0.1	Draft.
0.2	Latest UI design.
0.3	Detraining hexes. Replacement deployment on Cadre units.
0.4	No need to click first on Land attack during attackers allocation.
0.5	AI Assistants.
0.6	No Surrender option.
0.7	Undo moves and organization.
0.8	Option 1945 for scenarios.
0.9	When a hex is vacated by the defender, other units in the hex and not involved in this battle are automatically shattered. Units in a stack may not be committed to different battles.
0.10	Rumania surrenders only if a red-Soviet unit occupied Ploesti. Hex 613 is not coastal to the Black Sea.
1.0	Cadre are destroyed when they shatter. Go-live version.
1.1	Optional rules : Abteilung, Fortified front, Local Air Support, Partisan & Paradrop.



Map

Scale

Each hex is equivalent to 100 kilometers from side to side.

Control

Only cities and oil fields may be controlled by a side, other hexes are uncontrolled.

City control is shown on map by a symbol on top of the hex.



The control changes when a unit ends its move or temporary stops on a hex (It may continue its move farther and keep control).

Finland

There are no hexes in Finland, so consider the entire country as one huge hex that's adjacent to many hexes in Russia.

Normal stacking rules apply inside Finland, and normal Zone of Control rules apply to and from.

Supply can be traced into but not through Finland.





Yugoslavia

West Balkans and South Balkans areas follow the same rules as Finland.

No unit may enter them until the Russians take control of the Rumanian oil fields (Ploesti).



Areas



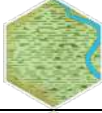

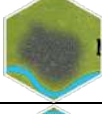


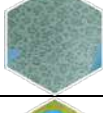
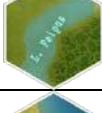


The map is divided in 2 parts separated by a red dotted line:

- Greater Germany on the West
- The USSR on the East.



Terrain effect

AMP = Armor move cost, MP = Move cost for other units, DB = Defensive Bonus.
 SAAC = Stop Advance After Combat

	Clear AMP: 1, MP: 1 Armor Attack Bonus		Forest AMP: 2, MP: 1, DB: 1 SAAC
	Swamp AMP: 4, MP: 2, DB: 1 SAAC		Mountain, AMP: 3, MP: 2, DB: 2 SAAC
	City AMP: 1, MP: 1, DB: 1		Objective The color represents the objective side. DB: 1. SAAC
	Oil field Armor Attack Bonus		Large Hex / Area AMP: 3, MP: 2 SAAC
	Lake. Lake hexsides are impassable. They do not block supply. No ZOC extends across them.		River DB: 1. No defensive bonus in Winter / Long-Winter
	Sea crossing AMP: 3, MP: 2, DB: 2 SAAC		

Lake and All-Sea hexsides are called Prohibited hexsides.



See the terrain table.

Right-click or long-press on a hex to see its terrain.

Controls

You may scroll the map :

- With the mouse
- By placing the mouse on a edge
- With keys WASD (on a QWERTY keyboard)
- By double-click on a hex, the map will center around that hex.

To zoom

- Mouse
- Finger pinch on tactical screen
- With keys + and - (on a QWERTY keyboard)



Land Units

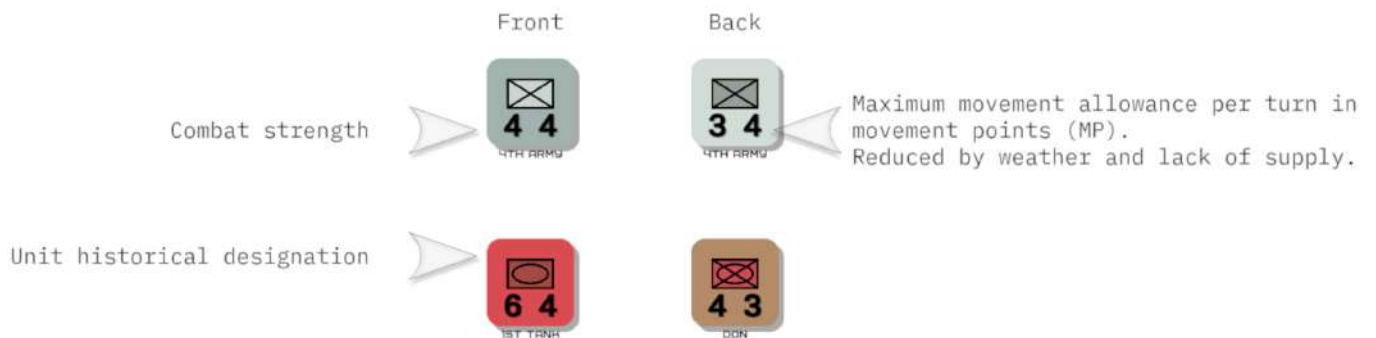
Introduction

All German and Axis units generally represent Armies of 80,000 to 120,000 men and their equipment.

Soviet Units generally represent Fronts (Army Groups) of about 130,000 to 210,000 men and their equipment. Soviet Tank units represent Armies plus an amalgamation of supplies and support equipment from various Fronts.

The Axis (German) player controls the German Army (gray/green) and Axis Allied Rumanian/Hungarian/Italian/Finnish (blue) units.

The Soviet (Russian) player controls all Soviet (brown/red) units.



German units have two 'steps' each and are full-strength on their front side and reduced-strength on their reverse side.

Russian units all begin the Campaign game as one-step units with their red side being the 'improved' version of their brown sides. Later, most will upgrade to two-step units with their red side as full-strength and brown side as reduced-strength.

Axis minor units have usually one side.

In the game, right-click or long-press on a counter to get all information.

Click on a stack, a unit overlay at the bottom of the screen show the stack content and allows interaction with selected unit.



Armor units



These represent large tank formations.



- Armor Attack Bonus : A one-column shift to the right when attacking (or counterattacking) most infantry-type units in a Clear hex during a Clear or Snow Game Turn.
- An additional hex of Advance After Combat on Clear weather turns.
- They are disadvantaged when moving through difficult terrain (having their own Armor Movement Costs on the Terrain Effects Chart).

All other land units are considered as Infantry.

Mechanized Infantry



These are better-motorized formations with added anti-armor capabilities. They move as infantry-type units.

When defending in combat, the attacker cannot receive the Armor Attack Bonus against them.

Cadre units

German Kampfgruppe (KG) units and the Russian Ostatky (remnants) unit are collectively called **Cadre** units. Cadre units represent a hodge-podge mix of stopgap units and Army remnants, put together as scratch formations to plug an immediate hole in the line and as a veteran core around which a regular unit can be reformed.



When received as Reinforcement, Cadre units are not placed on the map, but are instead added to the Cadre Units Available Box for later placement.

Cadre units in the Cadre Units Available Box are voluntarily placed on the map by their owner in a hex where a friendly 2-step unit with strength was just eliminated to fulfill the step loss requirement of a **DD** or **EX** result. Removal of a unit from the map by any other means (inability to retreat, lack of supply, etc.) does not allow a Cadre replacement.

Cadre are destroyed when shattered.

Fortifications

Regional Infantry units can be upgraded to two-step Fortified units starting on Game Turn 3 at a cost of 1 card discard if upgraded in their namesake's city, 2 cards otherwise. They can revert back to their one-



step Regional Infantry side either by taking a step loss in combat or through voluntary reversion during the Soviet Organization.



The combat strength is in (), this means this unit does not exert any Zone of Control and cannot move



The Yugoslavian army units can only flip to or from their Fort counter side when located in one of the two Balkan areas on the map (representing the rugged and mountainous terrain where these partisans have operated from for years). They also draw their supply from those two areas.



The Finnish unit has two-steps, remains Fortified at both step levels, can never move out or retreat out of Finland, and is always in supply there (only).



The German Fortified Units are permanently removed from the game when eliminated. They must always take the first loss in combat.

German SS Panzer



This unit represents better-equipped and elite German troops.

- Always receives the Armor Attack Bonus under all circumstances and at both of its step levels. Exceptions for enemy unit types, terrain or weather do not apply.
- Costs only one card to improve.
- Whenever it attacks (or counterattacks), it must take the required step loss in an **EX** result.

German SS Panzer Grenadier



This German unit has special defensive properties similar to that of the SS Panzer unit's offense.



- Always receives a one column shift to the left when defending (only).
- Costs only one card to improve.
- Unless attacking with the SS Panzer unit, this unit must take any required step loss in combat whether attacking or defending.

Russian Shock Unit



These two units represent a concentration of assault troops and artillery.

- It always receives one combat shift to the right when attacking (or counter-attacking) against any type of enemy unit, in any type of terrain or weather.
- Whenever this unit attacks, it must take the required step loss in an **EX** result.
- Costs 2 cards to replace or to flip to its red-side.

Volkssturm



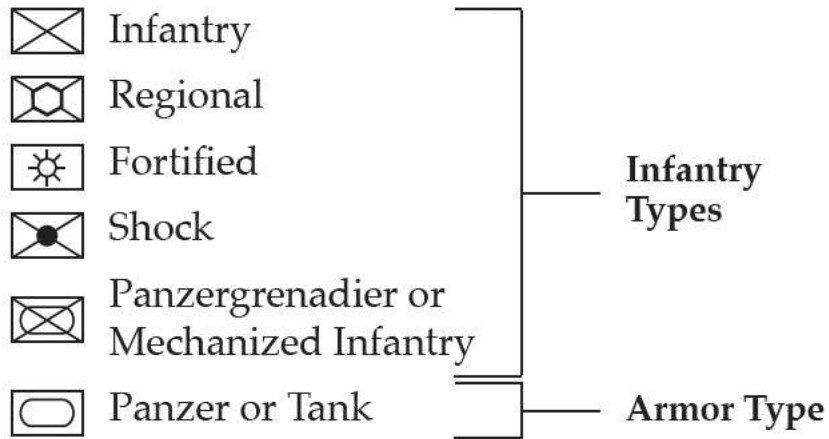
The one-step German Volkssturm units represent hasty fortifications and mobilization of citizens for the last-ditch defense of their Fatherland.

When a defending hex contains a Volkssturm unit, treat a **DR** result as **NE**.

However, after this combat result conversion is applied, the Volkssturm unit is permanently eliminated from the game.



Unit Type Symbols



Sequence of Play

Turns

Each game turn represents one to several months of the war.

It consists in one Axis turn and one allied turn.

Each side - starting with the Axis – completes its full turn before handing over the turn to the opposing side.

The side performing its turn is called the Phasing side.

On some occasion, the sequence will be interrupted to allow the enemy to react:

- Play event cards
- Decisions during battles

The number of game turns is given by each scenario.

The game end turn is visible in the calendar.

Phases

Turns comprises several phases which must run in the following order.

They are each detailed in the corresponding rule sections.

Victory Phase

A second-front event may hinder the Axis.

These events are displayed in blue in the calendar. When they trigger, the Axis lose 1 VP.



Victory is checked.

Victory conditions depend on the scenario.

The gap of surrender + event VP between sides cannot exceed 6.



The victory screen provides the victory conditions of current scenario.



Draw Phase

The player may discard cards in excess and complete his/her hand.
Units supply check.

Organization Phase

Units may improve, entrain, reorganize.
Reinforcements, shattered and replaced units are deployed on map.

Movement Phase

The side may move any of its units.

Combat Phase

The player decides which hex to attack.
The opposing player may trigger some counterblows.
Both players may assign cards to support the different battles.
Battles are resolved, along with the necessary retreats, advances after combat and losses.

Clean-up Phase

Detraining.
Elimination of out-of-supply units.

You get a game sequence summary by selecting the drawer button below the top banner.



Strategic Initiative



The Initiative belongs to the Axis through Turn 11.



Soviets definitively gain the Initiative at the start of their 12th Turn.

It has effect on card events and on victory.

Victory Points (VP) are only computed for the side which has the Initiative.

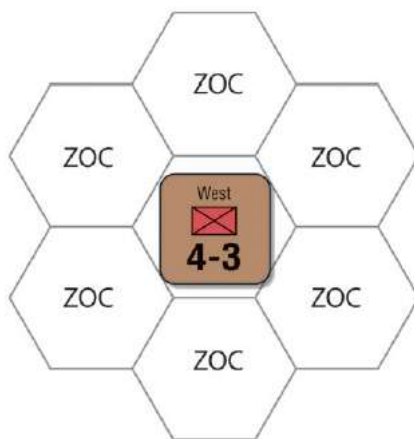
Hence, in the top bar, the number of VP appears next to the side with the Initiative and bear its color.

Zone of Control (ZOC)

Definition

The six hexes on the map adjacent to a unit are called that unit's Zone of Control (ZOC).

Unsupplied units and units with parenthesized (Volkssturm, fortress units), combat strengths never possess a ZOC.



DESIGN NOTE: This Zone of Control represents that area outside the hex a unit physically occupies that it can control by virtue of size, mobility, and projection of firepower.

ZOCs do not extend across Sea/Lake hexsides.

ZOCs only affects enemy units.

Effects

Stops Movement:



A unit must cease its movement for that turn the moment it enters an enemy ZOC, regardless of how many MPs it might have remaining.

Exit a ZOC:

If a unit begins the Movement Phase of its turn in an enemy ZOC, it may exit that hex at a cost of 1 additional Movement Point (+1 MP) and continue moving.

No Infiltration:

Units cannot move directly from one hex in an enemy ZOC to another, unless the hex being entered is also occupied by a friendly unit (where it must still stop). Otherwise, a unit must first leave an enemy ZOC by way of a hex that isn't in an enemy ZOC and then continue moving.

Negating enemy ZOCs:

In addition to allowing some limited infiltration movement (8.5.3), the presence of a friendly unit negates an enemy-controlled hex for the purposes of tracing a Supply Path or when Retreating.



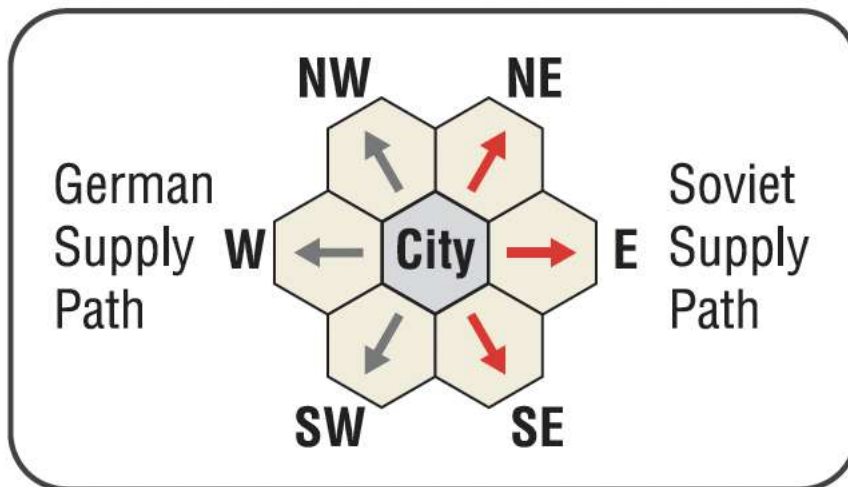
Supply

Overland Supply

A unit is in supply if it is able to trace a valid Supply Path to a friendly supplied City/Oil field or to a friendly map edge (dark grey for the Axis, red for the Russians).

A Supply Path is traced from the unit requiring supply no more than 4 hexes in length to the Supply Source. This is called an **Overland Supply Path**.

A City / Oil field is supplied if it is able to trace a valid Supply Path of unlimited length from itself to a friendly map edge. The path from a city must be in a Westerly direction only for the Axis (West, Southwest and Northwest), and an Easterly direction only for the Soviets (East, Southeast and Northeast).



DESIGN NOTE: The exclusive directions simulate each side's Rail net capabilities.



A supplied city / oil field bear a supplies icon at the bottom of its hex.

Seas Supply

A unit on a coastal hex can use the sea as a Supply Source.

A coastal hex is any hex with at least one full side of sea.

The swamp hex (613) next to Sevastopol is not a coastal hex.

The following restrictions apply:

Caspian Sea: Russian units only.

Baltic Sea: Russian units may only use the Baltic Sea if Leningrad is Russian controlled and Supplied. Axis units may always use the Baltic Sea.

Black Sea: Usable by both sides. Note that the Sea of Azov is not a Supply Source for either side.

Extended Supply



A unit adjacent to another friendly unit - able to trace an Overland Supply Path - is then considered as supplied. However, supply cannot extend from such unit.

Minor Countries

Finns are always supplied in Finland.

Yugoslavians are always in supply in both Balkans areas.

Blocking Supply Paths

A Supply Path is always blocked by enemy units, enemy-controlled cities, Finland, and Balkans areas.

Enemy ZOC also block Supply Paths unless there is a friendly unit in that hex, in which case the ZOC is negated.

Lake and Sea hexsides does not block Supply Paths.

Supply Check

At the end each player's Draw phase, both sides check the supply status of each of their on-map units. The Phasing Player's units are checked first followed by the Non-phasing Player's units.

The timing can be important as unsupplied units lose their ZOCs immediately.



Out-of-supply units have a warning sign on their counter.

Unsupplied Effects

An out-of-supply unit get the following penalties until the next supply check:

- **Organization:** Ineligible for Entrain, Upgrade and Improvement.
- **Movement:** Its Movement Allowance is reduced to a maximum of 3 MPs.
- **No ZOC:** It loses its Zone of Control for all purposes.
- **Combat:** It never receives an Armor Bonus when attacking, cannot conduct a Multi-Hex Advance, awards units attacking its hex 2 shifts to the right on the Combat Table and, if eliminated, then surrenders.
DESIGN NOTE: There is no penalty for attacking Out of Supply—only for defending. Because of the structure of the Sequence of Play you get one turn to get out of the pocket your opponent created!
- **Removal:** Units that remain Unsupplied are eliminated during the Removal Phase at the end of turn.

Positional out-of-supply

During the game turn, a unit may be in an out-of-supply position.



This state has not effects on units until a supply check is performed. This is just an information given to the players.



This is reflected a black triangle on the counter.

Example



The German 3-4 unit is supplied by Riga (4 hexes).
The German 3-3 is adjacent to the 3-4 unit, hence supplied by extension.
Supply cannot extend further, the German Panzer is out of supply.

Leningrad city can connect to the Russian side of the map by going through Lake Ladoga then the swamps, the 5-3 unit negating the enemy ZOC.

The Soviet 5-3 unit is located 3 hexes from Soviet edge line (in red), hence in supply.



Stacking

Definition

Friendly units can never enter hexes containing enemy units. Within the confines of other movement rules (e.g., terrain costs, ZOCs), friendly units may freely enter and pass through hexes containing other friendly units. When more than one friendly unit remains in a hex at the end of any Phase, Step or Battle, it is called Stacking.

Limits

The Axis may stack up to 2 units per hex.

The Soviets can have only 1 unit per hex until Turn 11. at that time they can stack Armor units with any other unit, but not with Fortifications.

Then in 1945 (turn 23+) Soviets can stack any two units per hex.

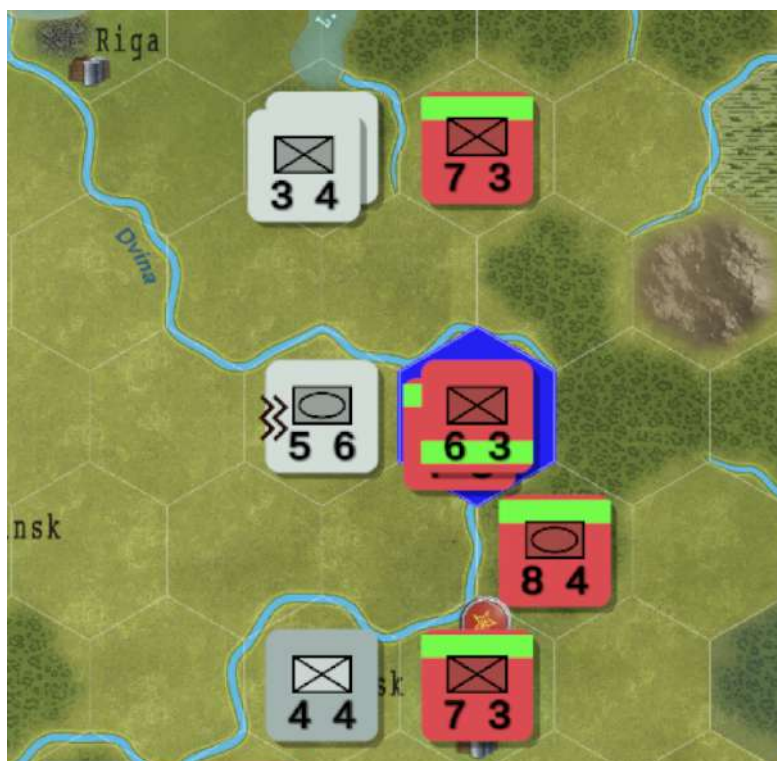
Overstacking

When the limit is superseded, units are in overstacking.

Hex in overstacking are highlighted in blue.

At the end of any Phase or Battle, the owning player must shatter any excess units of his choice from that hex until it conforms to the stacking limit.

Unsupplied or Fortified units are destroyed.



Steps and Losses

Definition

As a result of card events, combat, unit special abilities or scenario events, land units may suffer losses or leave the map.

Step Loss

If the unit has 2 steps is on its stronger side, it is then flipped to its weaker side.
If it has only 1 step or is already flipped, then the unit is eliminated.



Use this action to see the other side of counters.



To assign a Step-Loss, select the unit, then perform the action Step Loss (or Cadre is available) at the bottom of the screen. Loss will be applied after proceeding to next step.

Shattered

A shattered unit is removed from map and may freely re-enter play during the next friendly Organization Phase.

Eliminated / Destroyed

An eliminated unit is usually destroyed.

A destroyed unit requires 1 card to come back on map as replacement.



Units with a skull symbol on the back of their counter are removed from game when eliminated.
They do not surrender.

Surrendered

When a unit is eliminated while marked out of supply, it surrenders and the opposing side gains 1 VP.
A surrendered unit requires 2 card to come back on map as replacement.

Removed From Game

A unit which is removed remains out of play for the remaining of the game.

Exiled

Some units automatically come back as reinforcement when Eliminated after a number of game turns printed on the back of the counter.

They do not surrender.





The Luftwaffe units comes back after 3 turns.



See this screen to get all units which have left the map.

ENTRAINED UNITS
ONE UNIT PER TURN FOR FREE, EACH EXTRA COST ONE CARD.

SHATTERED UNITS
REPLACE FOR FREE AND DEPLOY DISORGANIZED ON MAP.

DESTROYED UNITS
COST ONE CARD TO REPLACE AND DEPLOY DISORGANIZED ON MAP.

SURRENDERED UNITS
ELIMINATED AND OUT OF SUPPLY UNITS LAND HERE. COUNTS AS ENEMY UP. COSTS TWO CARDS TO REPLACE.

CADRE UNITS
AVAILABLE CADRE TO REPLACE AN ELINATED UNIT.

REMOVED UNITS
DEFINTIVELY FROM THE GAME

8TH IT (2 3)

11TH ARMY (3 4)

RESERVE (4 3)

1ST KAMPFGR (2 3)

1ST KAMPFGR (2 3)

Cards

Introduction



Cards add choices and fog of war to the game.

Cards may be played in two ways:

- By playing one of the events written on the card.
- By using it as coin to pay for organization actions.
(See corresponding section)

Each player has its own set of 45 cards.

15 cards have a Red-barred “45” number in the upper right corner: these will be removed from the deck and hands in 1945. 10 new cards will be shuffled into decks.

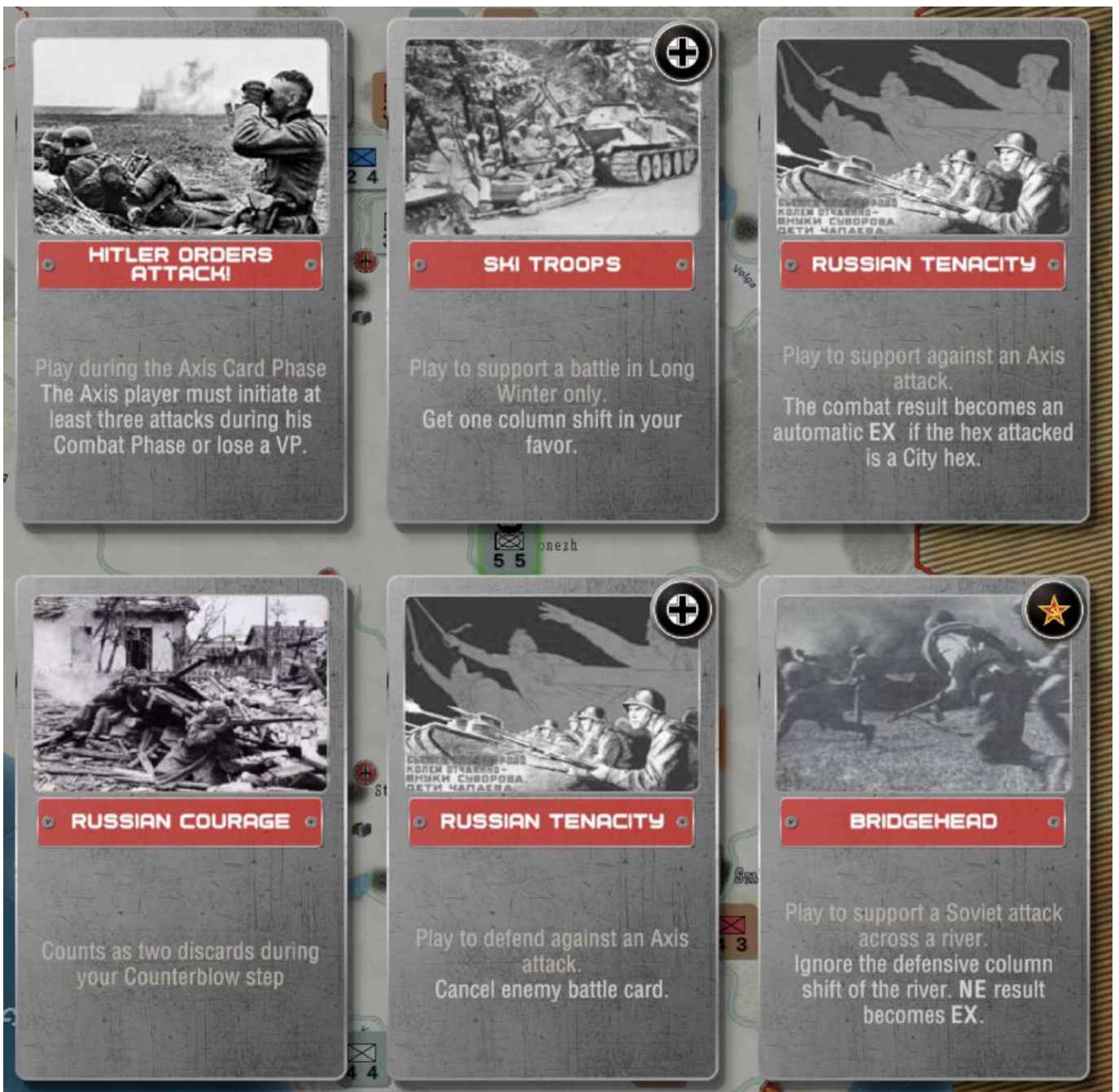


Deck and Hand Management

The number of cards in each hand is visible on the side menu.



Click on this mini card to access your own hand.
The enemy hand is not visible.



There is no hand-size limit.

The last card of a deck is never drawn.
 Instead, the discard is shuffled with this card to form a new deck before drawing the last card.

There is no information given on the number of cards into the discard or deck.
 You cannot inspect you own deck or discard.

Event Timing



Some cards have an initiative symbol, Axis or Allies.

Events on the card may only be played when that side has the Strategic Initiative in the game as provided by the scenario.



The text describes when the event may be played.

A green halo surrounds the card and the hand size is colored in green as well.



Once is enough. The exact same NON-MANDATORY event cannot occur twice during a single Player Turn.

Mandatory events must be played before going to next phase.

Their card is highlighted by a red halo.



Discarding a card or using it to pay for an action do not trigger its events, unless clearly mentioned by the card.

Right-Click / Long-press for info on the card.

Playing events

In order to play a valid event, click on the card, and select the event to play.

When there are more than one event on the card, the text of playable events is underlined.



The event is immediately resolved and its card discarded.

For a few events which gives information (draw cards, reveal enemy hands, etc..), the game state is then saved and this is action cannot be cancelled.

When a card cannot be played, the main blocking reason is mentioned next to the card in yellow.

Game effects

Some card effect may be resolved with a bit of delay (battle cards, card required an opponent action, effect lasting the whole turn, ...).

In this case, a game effect symbol may appear on the side of the map. Mouse over or long-press to get details.



Drawing cards

At the beginning of your turn, you must discard down to 2 cards.
Then draw 4 cards from your deck. This number will evolve along with the scenario rules.
Each scenario defines starting hands and may require players to discard some cards at the beginning of the game.

Organization

Steps

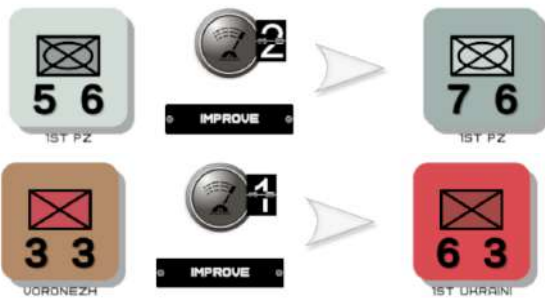
In this Phase, the following Steps must be performed in order:

- **Flip Step:** Educate and Improve units.
- **Placement Step:** Reinforce, Replace and Recover units.
- **Entrain Step:** Reorganize and entrain units.
- **Discard Step:** Discard a number of cards corresponding to the organization actions which have just been carried out.

Improving Units

Only two-step units currently on the map on their reduced side and able to trace an Overland Supply Path can be Improved (flipped over) to their full-strength side.

The following cost is incurred for each unit:



The Axis player must discard 2 cards for each Improvement.

The Soviet player must discard 1 card for each Improvement.

Important: this rule applies to Soviet units only on or after Turn 17. Prior to that, all Non-Fortress Soviet units have only one step, and as such CANNOT be improved. Fortress units can be improved starting on Turn 3.

Free Soviet Upgrade (Education)

Only units able to trace an Overland Supply Path may upgrade.



Turn 6-17, the Soviet player can Upgrade one unit for free per Soviet Organization Phase. An upgraded Soviet unit is flipped to its stronger, red-colored side. The number in parenthesis reminds how many free actions are left.

Turns 13-17, the Soviet player can Upgrade one additional unit for free per Soviet Organization Phase (for a total of 2).

Upgraded, but Brittle: Even after Upgrading, those stronger (red) Russian units still have only 1 step until Turn 17, when they become 2-step units.



Turn 17+, soviet units cease to be brittle and become robust units with a (red) full-strength side and a (brown) reduced-strength side. They can now be improved.

Fortress Conversion



The Soviet player may convert (flip) his 1-step Regional infantry units into 2-step Fortified infantry units regardless of their supply status, at a cost of 1 card discard if located in their eponym city, 2 cards otherwise.



The reverse process is free.

Recovery placements of Shattered Units



All friendly Shattered units are returned to the map for free and Disorganized (white circle on counter).

They cannot voluntarily attack in that player's ensuing Combat Phase.

Note that a Recovering unit returns to the map on the same strength-side that it was removed on. Thus, a full-strength 2-step unit recovers as a 2-step unit.

Replacements of Destroyed / Surrendered Units

To replace a **Destroyed** unit and return it to the map, the owning player must pay (discard) 1 card from his hand for each Replacement so taken.

To replace a **Surrendered**, the cost is 2 cards for each Replacement.

DESIGN NOTE: Unsupplied unit losses usually cost more to replace and also count as VPs for the other player.

Units selection is performed on the off-map boxes view.



Such units arrive on map on their reduced-strength side and Disorganized.

Axis Replacement Restriction: Except for the play of certain Event cards, the Axis player cannot improve units or replace destroyed or surrendered units prior to Turn 5 or after Turn 23.

DESIGN NOTE: Prepared only for a quick Blitzkrieg victory in Russia, the Axis had to retool their efforts for a longer fight.

Reinforcement

Select the turn number in the top banner to access the Calendar view.



Players receive units as Reinforcements on their indicated Game Turn in the Calendar view.



Units Placement

Reinforcement, Replacement, and Recovering units are brought onto the map following these rules:

- No units may be placed in Enemy ZOC.
- Axis units are placed in Cities or adjacent hex in Greater Germany, not in EZOCs, and can trace an Overland Supply Path .
- Shattered Axis units may also be placed in any Axis controlled City or adjacent hex in the USSR not in EZOCs, which can trace an Overland Supply Path, or on any west map edge hex in Greater Germany not in an EZOC.
- Soviet units are placed in any Soviet controlled City or adjacent hex not in EZOCs, which can trace an Overland Supply Path, or on any east or south map edge hex in Russia not in an EZOC.
- Shattered Soviet units may also be placed in any Soviet controlled City or adjacent hex inside Greater Germany not in EZOCs, which can trace an Overland Supply Path.
- In addition, replaced units may be deployed in any hex containing a friendly Cadre which may trace an Overland supply path. The unit is not disorganized and the Cadre is exiled.

The interface highlights deployment hexes.

Reorganization



If the player wishes to Disorganized units combat-ready immediately, he/she discards 1 card for each Reorganized unit.





As an alternative, a just deployed replacement unit sharing its hex with a Cadre, may be reorganized for free. The Cadre is exiled.

Otherwise, units will reorganize at the end of the player's turn.

Entraining



One friendly supplied unit per Movement Phase may be simply picked up for free and Entrained in lieu of any other movement that turn (if in a surrounded port consider this a Sea Evacuation).

Detraining is performed at the end of the player's turn. Units may detrain in any supplied hex (limited to 3 hexes from a source). Cities captured this turn cannot be used during this step. Enemy-controlled cities and adjacent hexes are invalid detaining hexes.



Additional Rail Movement: A player can also Entrain additional friendly supplied units during his Movement Phase at a cost of 1 card each.

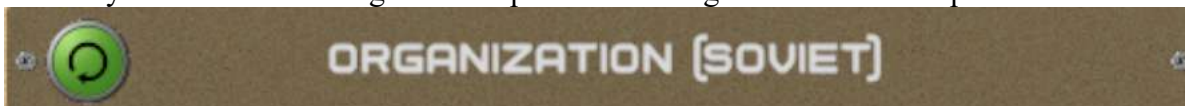
Rail Capacity: Each player can have a maximum of 3 units simultaneously Entrained.

Rail Disruption: During Turns 1 and 2, The Axis cannot do any Rail Moves, and no additional Rail Movement capacity may be purchased by the Soviets.

DESIGN NOTE: For the Axis, this reflects the trouble they had in converting Russian rail lines to European standard gauge and advancing over Russia's poor roads. For the Soviets, this represents the huge amount of transport capacity siphoned off evacuating workers and factories to Siberia, caused by the enemy's invasion.

Entraining

You may undo the whole Organization phase with the green icon in the top bar.



Land Movement

User Interface

During the Movement Step, a player may move some or all his/her non-fort units on map.



Only units with a green stripe across the top of its counter may move.

The stripe lies at the bottom when the move is over.



Move a unit by selecting it, then drag and drop to one of the hexes highlighted in green.



You may cancel the last move or all the moves which have been carried out so far.

To do so, select a friendly unit and use the undo button.

Limitations

- Land units may not enter sea areas, and cannot cross Sea / Lake hexsides.
- No unit may enter a hex that is occupied by an enemy unit.
- The move is limited by the printed movement allowance of the unit (potentially modified by weather, enemy ZOC, lack of supply or card events).
- A unit may always move by one hex, regardless of the terrain, provided it has movement allowance > 0.
- Zone Of Controls (ZOC) hinder land moves. Check the corresponding rule.

Weather Effects on Movement



Mud: all units with a Movement Allowance (MA) greater than 3 have their MA reduced to 3.



Snow / Long Winter: all units with a MA greater than 4 have their MA reduced to 4.



Terrain Effects on Movement

The cost in MP to enter a hex is not always 1, it depends on the terrain.
Check the terrain table or right-click or long-press on a hex.

A unit that has a Movement Allowance greater than zero can always move one hex regardless of terrain.

Soviet Strategic Reserve

Any one supplied Soviet unit on map may be Entrained as Strategic Reserve during its Movement Phase from turn 4.

Only one unit may be held as Strategic Reserve and this may change from turn to turn.



Effect: The unit thus indicated in Strategic Reserve may return to the map at the end of any future Player Detraining Phase, Axis or Soviet.

Combat

Declaring Attacks

Before any battles are resolved, both players, must declare all targeted hexes.



Each side has a limited number of hexes it may voluntary attack, 5 per turn. The current amount is displayed on the side menu.

Enemy units which are adjacent to friendly units may be attacked.

Attacks are prohibited in these cases:

- Across Lake or Sea hexsides.
- By disorganized units
- By units with white combat strength



After selection, attacker units are marked on map:

- With a target counter
- With a distinct colored halo identifying the battle

Counterblows Step

After the Phasing Player has declared all his voluntary attacks, the Non-Phasing Player may declare additional target hexes that **must** be attacked that Combat Phase.

This involuntary attacks are called Counterblow.
Consider them as diversion or spoiling attacks.



The non-phasing side must discard one card in order to place a counterblow on one of its unit stacks.

Counterblow are not possible on a hex containing only units which cannot attack.



After selection, units are marked on map with a counterblow counter.

Units in Counterblow receive no beneficial terrain combat modifiers when attacked, but Weather does apply.



DESIGN NOTE: Why pay to have your units attacked and forego terrain advantages? Opportunity or desperation—you may have unsupplied units trying to break out, want to draw off units from a nearby attack, or seek to punish a weak unit that ventured too close (in hopes of seeing a CA combat result).

Who Attacks Who , Attackers allocation

Prerogative

The Phasing Player decides which attacking units will attack which Target / Counterblow hexes, in any combination he desires, as long as all declared Target / Counterblow hexes are attacked whenever possible.

Combining Units in a Battle

Attacking units in two or more hexes may combine their Combat Strengths and conduct a single battle together as long as there are adjacent to the same attacked hex.

One Battle Per Unit

No unit may attack more than one target hex.

However, a unit may attack simultaneously attack counterblow hexes along with up to one target hex.

Units stacked in the same hex are not required to both attack. If they do, they must attack the **same** hex.



User Interface

Select a hex to attack, then select all attackers.

Then select another defending hex.

All units involved in the same battle are highlighted with the same color.

Ensure to do it for all Targets / Counterblows (mandatory).

Validate on top when ready.



How to commit a unit to attack a hex ?

Select the attacked hex.

Then select the attacking unit's hex.



How to assign a stack or to attack a stack ?

Double-click on it.

The double-click is used to let the single click for stack inspection / single unit selection.

How to attack two different hexes with a single unit ?

This case may arise when the opponent declare a counterblow if a way that only one unit may attack the original target and the counterblow hex.

Select the target hex.

Then select your unit.

Select the counterblow hex.

Then your unit again.

All 3 hexes' units should be highlighted by the same color, hence part of the same battle.

Is there any automation ?

One target hex is randomly selected at the beginning of the segment.

When there is only one attacking possibility, the attacking unit is automatically allocated.



During the attackers allocation step, an AI assistant at your disposal on top in yellow.

Example of orders you may give:

- Panzer 1 and Army 17 attack unit West.

- Hex 810 attacks hex 811.

- All -> Kharkov

Battle Sequence


A battle is totally resolved before proceeding to the next one.

- Support & card
- Die-roll
- Apply results
- Counter-Attacks

Combat Tables


Axis and Allies use separate tables, emphasizing the different combat styles and doctrines.

Tables provide battle results depending on the odds (on top) and a die-roll (D6 on left).

Axis									
	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
1	CA	CA	CA	NE	NE	CB	EX	DR	DR
2	CA	CA	NE	NE	CB	EX	DR	DR	DS
3	CA	NE	CB	CB	EX	DR	DR	DS	DS
4	NE	CB	EX	EX	DR	DR	DS	DS	DD
5	CB	DR	DR	DR	DR	DS	DS	DD	DD
6	DR	DR	DR	DR	DS	DD	DD	DD	DD



Soviet

	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
1	CA	CA	CA	CA	NE	CB	EX	EX	EX
2	CA	CA	CA	NE	CB	EX	EX	EX	DR
3	CA	CA	NE	CB	EX	EX	DR	DR	DR
4	CA	NE	CB	EX	EX	DR	DR	DR	DS
5	NE	CB	EX	EX	DR	DR	DS	DS	DD
6	CB	DR	DR	DR	DR	DS	DS	DD	DD



Snow / Long Winter: Axis must use the Soviet table.

Initial Combat Odds

Divide the attacker's strength by the defender's strength and express this as an odds ratio (attacker to defender).

Round this odds ratio down to conform to one of the odds ratio columns found on the combat table.

EXAMPLE: 12 Strength Points attack 9; the ratio is 1.33 to 1, which rounds down to a simple 1:1. If the attacker could have mustered 14 vs. 9, the odds ratio would have been 3:2. This simple odds ratio determines the Initial Odds Column on the combat table.

Column Shifts

Some general items may shift the column to be used on the Combat Table.



Terrain: The defender may get some defensive column shift to the right if located in proper terrain.

See the Terrain Effect Chart.



Armor Bonus: A one-column shift to the right when attacking or counterattacking (not when defending) most infantry-type units in a Clear hex during a Clear or Snow Game Turn, and if the Terrain allows it.

This bonus can only be applied once per battle regardless of how many armor type units participate in it.





Snow / Long Winter: Axis attacks suffer a 1-column shift to the left, and 2 on turn 5.



Out of Supply Defender: 2-columns shift to the right.

Support

The attacker may declare up to one support per battle.
It provides a 1 column shift to the right. (2 for the Soviet on turns 4 and 5).



Each side has a limited number of support it can commit.
The current amount is displayed on top banner.

The Calendar view provides the number of supports available per side each turn (0-3).

Any unused support is lost at the end of the turn.



Select a unit involved in a battle, then select the support icon.
You should see the ratio increase.

In the eponym boardgame, German use Blitz markers and Soviet use Shock markers. Here they are both unified as Support.

Battle Cards

The Phasing player, then the opponent, may commit up to one card event per battle.
No card may be played during a counterattack.



Pick a relevant card event for this battle from your hand.



Unless specified by the event text, a card only pertains to the current battle. Colored circles indicated which battles could be supported by the card.

Card effects are resolved in the order of play (attacker than defender).

Final Odds

Shift the Initial Odds Column for the effects of terrain, weather, support, armor, or event cards for that battle to determine the Final Odds Column used. All effects are cumulative and only the net shift is applied.

EXAMPLE: A 2-1 with three shifts right and one shift left would be a 4-1.

Whenever an initial (before shifting) or final (after shifting) odds ratio exceeds 6:1, it is treated as 6:1. With an odd ratio less than 1:3 is treated as 1:4, the outcome becomes an automatic **CA** result, as do a final odds ratio below 1:3.

EXAMPLE: 24 Russian Strength Points attack an Axis Allied unit worth only 2 Strength Points that is in a City hex. The initial ratio would be 24:2, or 12:1, which becomes a 6:1 (the maximum column before shifting). That is shifted one to the left for the defender's terrain and the attack would be resolved on the 5:1 column.



Final odds and played cards are visible when selecting any unit involved into the battle.

Result

After all supports have been declared, a die is rolled on the Combat Table.



The outcome is given at the intersection of the die-roll row and the odds column.

NE Indecisive Battle

No effect.

EX Exchange

Both sides lose one step.

CB Partial Advance

A free Counterblow is placed on one of the Phasing player's stacks.

CA Counter-Attack

The defender may launch an immediate counterattack.

DR Defender Retreat

Defender units retreats 2 hexes. Attacking units may advance.
Treated as No Effect if a Fort is in defense.

DS Defender Shattered

Same as DR + defending units are shattered.
Treated as EX against a Fort.

DD Defender Destroyed

Same as DR + each defending units loses 1 step.
Ignore retreats against a Fort.

The battle ends now, except in a case of counter-attack opted by the defender.
Proceed to next battle.

Counter-Attack

After a CA result, if the defender opts for a counter-attack, another round takes place.

- Terrain modifiers are ignored.
- No card. Previous card/support allocated to this battle are immediately discarded.
- The defender is now considered the attacker.
- Odds are recomputed and a new die is rolled.



Otherwise, the battle ends.

Retreat

When required to retreat, the defender must move his units two hexes further away from the battle within these restrictions:

- Retreating expends no MPs, just count hexes.



- No zig-zag retreat ending only one hex away.
- A unit entering Finland or Balkans stops there and are considered to have fulfilled their 2-hex retreat.
- Units cannot retreat into hexes containing an enemy unit, across Prohibited hexsides, or off the map.
- Units cannot retreat into hexes in an enemy ZOC unless there is a friendly unit in that hex. (Friendly units negate enemy ZOCs for retreat purposes)
- Units can pass through and end their retreat stacked with friendly units but if an overstacking situation occurs, it must be resolved. The retreating unit is shattered.
- Units should retreat no farther from a main supply source (edge, cities) as they already were. If not possible, retreat hexes should minimize the increase. If the unit is already in a out-of-supply position, it must retreat to the closest supply source.

If a unit is prohibited from retreating, it is eliminated instead, even is just suffering a **DS** result.

- Units should not retreat into hexes containing friendly units involved in another battle if possible. If not, they are shattered instead.
- Units should not retreat towards the enemy's side if possible. If not, they are shattered instead.



When a hex is vacated by the defender, other units in the hex and not involved in this battle are automatically shattered.

Advance After Combat

Following the retreat/removal from the map of defending units after the application of a **DR**, **DS**, or **DD** combat result, the attacking units may Advance After Combat.

This means that the attacking units may move in the defender's newly vacated hex and possibly beyond.

- An Advance After Combat expends no MPs, just count the hexes.
- Enemy ZOC's do not affect it.
- Disorganized and white Combat Strength units can never Advance after Combat.



Multi-Hex Advance: Although the first hex advanced into must be a Defending unit's just-vacated hex, units may further advance a second hex within the following restrictions:

Forbidden in hexes containing an enemy unit, across Prohibited hexsides, off the map



Cannot occur during Mud or Long Winter.



Units must cease their Advance After Combat immediately upon entering a Mountain, Forest or Marsh hex (see the Terrain Table).

Units can pass through and end their multi-hex advance stacked with friendly units, but if overstacking occurs, it must be resolved.



Armor Advance Bonus: German Armor-type units whose Advance After Combat has not been stopped in its second hex due to terrain considerations may, during Clear weather turns only, continue on and advance a third hex.



Soviet Armor-type units get this capability starting on Turn 11.



2 Players

Cross-platform multi-player

Play against anyone over internet on PC/Mac (later on iOS).

- Turn-by-turn asynchronous 2-player game. You don't need to both connected at the same time.
- Take your time to play against a challenging human opponent.
- The game state is automatically saved in the cloud.
- Login and notifications by email.
- Less cheat opportunity.



You are limited to 20 online games. Finish and delete one before starting a new one.

Join an online game



Go to multiplayer lobby.



Sign up by email.



Join an existing game if any. Otherwise, you may create a new one.

Create an online game



Go to New Game and select a scenario.



Select the multiplayer mode.

- By default you will play against the first player joining your game.
- You may also search a player by nickname.
- Or rematch a previous opponent.



Pick options, modules, and choose your side.

You will be able to retrieve the list of chosen options and modules

- In the saved game / lobby entry: there will be corresponding buttons.
- In game: by selecting the side button from the side menu. You also get a reminder of the scenario and its special rules if any.



After creation, the game appears in the Lobby until joined.

China

Access may be restricted to the cloud service storing the game data.

Chinese players would then need a VPN to be able to play multiplayer games.

Take your turn

Your games appear in the saved game / multiplayer section.



Indicates that it is your turn to play.
Open the game to take your turn.



Opponent's turn.
You may open the game in read-only mode.

Notifications "Your Turn to Play"

After your turn, if you are still in the game :



- Enemy's turn appears in the top banner.
- The program checks at regular intervals if your opponent has played his/her turn. In this case, a pop-up invites you to reload the game state.
- On computer, press F5 to perform an immediate check.
- If you haven't taken your turn before 1/2h, then you will receive an email.



Use the NEXT GAME button from the left menu to directly play your turn on any other ongoing game.



If you haven't taken your turn before 1/2h, then you will receive an email.





Once per week, you may send a gentle reminder to your opponent from the game save tile.

A green dot on the side button indicates the player is online.

Optional modules

When about to start a new game, you may add optional modules and/or scenario options before choosing your side.

Simultaneous battles

All battles are supported and resolved at the same time. This is recommended for faster multiplayer games.

Local Air Support

During the movement phase, a single unit may receive an extra combat value until its next movement phase. The side with initiative has +2 while the other has a +1.



TODO WEATHER

Abteilung

Once per game during any Axis Reinforcement Phase on or after Turn 8, the Axis player may permanently remove a supplied, full-strength German 4-4 Infantry Army from the game and replace it with two 3-3 Infantry Detachment units (reduced and shattered, and the 2-5 Mechanized Infantry Detachment (surrendered).

This process costs 1 PV and is not reversible.



Fortified Front

Once per game during any Soviet Organization Phase on or after Turn 5, the Soviet player may permanently remove a supplied, unstacked 4-3 Infantry Army from the game and replace it with two 3-2 fortified fronts I (shattered).

This process costs 1 PV and is not reversible.





Partisans & Paratroop

Starting turn 4, during a non-clear weather, an Axis unit adjacent to the enemy may be shattered during the Soviet Detrain segment.

Once used, this action is available again only in 4 turns during the bad weather.



Scenario

No Surrender (Full Campaign Game)

Sudden Death will never trigger during the game.

The sudden death threshold has been reached. The side without initiative discards one card at random. Next turn, this side will discard after draw a number of cards equal to the number of VP above the threshold, with a maximum of two.

Campaign (Case Blue, Saturn, Citadel, Bagration)

Extend the game till 1945 using Campaign rules.

Miscellaneous

Difference with the eponym boardgame

The computer version is 95% similar.

- Card events variation.
- No variable weather.
- You assign all attackers to target / counterblow hexes, then you pick a first battle hex for resolution.
- No battle cards allowed on a counter-attack.
- Simultaneous battles (optional).
- Balancing options (die-roll, card draw).
- Minor sequence changed for technical reasons or to reduce interactions between players.

How to reduce a FORT ?

Soviet FORT are tough nuts to crack as they will usually recover the turn after you have reduced them. The solution is to force them to attack with a counterblow, hoping to inflict them a step loss in the process.

Then, on your turn, make the final attack to get rid of the fortress unit.



Saving a game

Games are automatically saved by the program.

You may name or duplicate a 1-player game from the Home button in the left in-game menu or the saved game tile.

- 1-player games are saved in your document folder No Retreat – Russia / Solo.
- 2-player games are saved in the cloud.

Air units

There are no air units in the game. Planes are abstracted in combat supports.

Feedback & Support

You may ask question or provide feedback to game developer:

- By email to carrierbattles@yahoo.com.
- By pressing F10 (five-finger tap on mobile devices). Screenshot and game data are attached to your report. Enter email for exchange with the support if needed.
- On Steam's forum ((link in the main menu).
- On Discord (link in the main menu).

Onboarding

Do tutorials, read this rules PDF, Ask AI.

Your very first turn would be guided if you haven't been through tutorials.

